

DW and WW Damage Level Definitions

NONE	No damage to the facility exists.
MINOR (can match an overall status code color of yellow or red)	Encompasses a wide range of damage and is generally the most common type of damage. Minor damage exists when one or more facilities are damaged and not functional, but may be made functional in a short period of time with in-house repairs in less than 30 days and has less than 50 percent damage to structure
MAJOR	When the system has sustained structural or significant damages, is uninhabitable and requires extensive repairs. Any one of the following may constitute major damage. Substantial failures to structural elements of the facilities of the water system (e.g., walls, floors, foundation, etc.). Facility has more than 50% damage to one or more critical structure(s). Damage that will take more than 30 days to repair.
DESTROYED	The structure is a total loss or damaged to such an extent that repairs are not economically feasible. Any one of the following may constitute a status of destroyed: structures are not economically feasible to repair; structures are permanently uninhabitable; and/or complete failure of major structural components (e.g., collapse of clearwell walls/foundation, walls, or roof).